

MECH WARRIOR 3

TECHNICAL REFERENCE



MICRO PROSE

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INTRODUCTION

Awareness on the battlefield is critical. Not only does a successful MechWarrior need to have a continuous awareness of his tactical position on the battlefield, the location of obstructions and, of course, the location of his enemies, he must also understand who he is fighting. This supplemental technical reference includes information on a cross-section of expected and potential enemy combat units. By reviewing, learning and understanding the operational characteristics of each of these enemy units, your ability to effectively deal with them in combat will be greatly improved.

Directly put, if you know the weapons an opposing unit is carrying, you have already won half the battle. A tank equipped with only short-range weaponry should be engaged at maximum range, beyond the range of its weapons. Conversely, an enemy equipped with extensive long-range weapons should be engaged at short range where its weaponry is at a disadvantage. These are fundamental axioms that are drilled into new recruits from their first classroom sessions onward, but they are truths too many seasoned MechWarriors neglect. Learn, live and win.

Colonel Ephraim Collumna

Eridani Light Horse Training Command

ANNIHILATOR: Formerly believed to be a design nearly exclusive to the enigmatic Wolf Dragoon's mercenary company (now known to be a splinter group of Clan Wolf, which may make the design of Clan origin), the *Annihilator* is a formidable, heavily armoured, short- to medium-range powerhouse. One noted weakness is that many of its various configurations rely too heavily on ammunition-based weapons, thereby making them harder to support in the field.



17m



ANNIHILATOR

PRIMARY CONFIGURATION

CHASSIS:	STAR LEAGUE MN-01	4 LB 10-X CANNONS + AMMUNITION (40)
POWER PLANT:	NISSAN 200	4 MEDIUM PULSE LASERS
CRUISING SPEED:	22 KPH	
MAXIMUM SPEED:	32 KPH	
JUMP JETS:	NONE	
TORSO TWIST:	YES	
ARM SWING:	YES	

**INNER
SPHERE**

**ASSAULT
'MECH**

100 TONS

- ▶ **VERSION MANUFACTURER:**
UNKNOWN
- ▶ **ARMOUR SOURCE:**
STARSHIELD SPECIAL-B

- ▶ **COMMUNICATIONS SYSTEM:**
GARRET T19-G
- ▶ **TARGETING AND TRACKING SYSTEM:**
WASAT AGGRESSOR TYPE 5



AVATAR: After repulsing a vicious Clan assault on their capital world of Luthien in 3051, Draconis Combine forces were able to salvage numerous Clan OmniMechs. Study and evaluation of these captured units led to a technological breakthrough: Inner Sphere OmniMechs. One of the first of this new breed to be developed was the *Avatar*, based heavily on the Clan *Vulture* design. Heavily armed and armoured, the new OmniMech can stand toe to toe with many Clan and most Inner Sphere designs of similar size.



AVATAR



14m

**INNER
SPHERE**

**HEAVY
'MECH**

70 TONS

PRIMARY CONFIGURATION

CHASSIS:	STANDARD
POWER PLANT:	280XL
CRUISING SPEED:	43 KPH
MAXIMUM SPEED:	65 KPH
JUMP JETS:	NONE
TORSO TWIST:	YES
ARM SWING:	YES

2 MEDIUM LASERS
2 MACHINE GUNS + AMMUNITION (200)
2 MEDIUM PULSE LASERS
LB 10-X AC AUTOCANNON + AMMUNITION (20)
2 LRM 10s + AMMUNITION (36)
ARTEMIS IV FCS

- **VERSION MANUFACTURER:**
LUTHIEN ARMOUR WORKS
- **ARMOUR SOURCE:**
STANDARD WITH CASE

- **COMMUNICATIONS SYSTEM:**
UNKNOWN
- **TARGETING AND TRACKING SYSTEM:**
UNKNOWN

c71





BLACK HAWK: The *Black Hawk* is capable of many tasks, but excels at none. Though versatile, powerful and manoeuvrable, the *Black Hawk* cannot match the power of heavier 'Mechs or the manoeuvrability of lighter 'Mechs.

12m



BLACK HAWK

PRIMARY CONFIGURATION

CHASSIS:	STANDARD	12 ER MEDIUM LASERS
POWER PLANT:	250XL	
CRUISING SPEED:	54 KPH	
MAXIMUM SPEED:	86 KPH	
JUMP JETS:	150 METERS	
TORSO TWIST:	NO	
ARM SWING:	YES	

CLAN
MEDIUM
'MECH
50 TONS

- ▶ **VERSION MANUFACTURER:**
UNKNOWN
- ▶ **ARMOUR SOURCE:**
STANDARD

- ▶ **COMMUNICATIONS SYSTEM:**
UNKNOWN
- ▶ **TARGETING AND TRACKING SYSTEM:**
UNKNOWN



BUSHWACKER: Work on the *Bushwacker* actually began before the Clan invasion, but was delayed and nearly cancelled due to problems caused by the chassis' unusual shape. The entrance of the Clans solved that problem, as designers found the answers to their problems in captured Clan *Vulture* schematics. The revamped *Bushwacker* began full production in 3053 and is already a common sight in Inner Sphere units guarding the Clan border.



12m

BUSHWACKER

**INNER
SPHERE**

**MEDIUM
'MECH**

55 TONS

PRIMARY CONFIGURATION

CHASSIS:	EARTHWERKS GRF
POWER PLANT:	HERMES
CRUISING SPEED:	54 KPH
MAXIMUM SPEED:	86 KPH
JUMP JETS:	NONE
TORSO TWIST:	YES
ARM SWING:	YES

AUTOCANNON 10 + AMMUNITION (10)
2 LRM 5s + AMMUNITION (24)
ER LARGE LASER
2 MACHINE GUNS + AMMUNITION (100)

- **VERSION MANUFACTURER:**
THARHES INDUSTRIES
- **ARMOUR SOURCE:** KALLON UNITY WEAVE
FERRO-FIBROUS WITH CASE

- **COMMUNICATIONS SYSTEM:**
THARHES EUTERPE HM-14
- **TARGETING AND TRACKING SYSTEM:**
THARHES ARES-8A





CAULDRON-BORN

13m



PRIMARY CONFIGURATION

CHASSIS: ENDO STEEL

POWER PLANT: 325XL

CRUISING SPEED: 54 KPH

MAXIMUM SPEED: 86 KPH

JUMP JETS: NONE

TORSO TWIST: NO

ARM SWING: YES

ER MEDIUM LASER

GAUSS RIFLE + AMMUNITION (16)

LB-5X AC AUTOCANNON + AMMUNITION (40)

SRM 2 + AMMUNITION (50)

LRM 10 + AMMUNITION (24)

CLAN

HEAVY
'MECH

65 TONS

► VERSION MANUFACTURER:
UNKNOWN

► ARMOUR SOURCE:
FERRO-FIBROUS

► COMMUNICATIONS SYSTEM:
UNKNOWN

► TARGETING AND TRACKING SYSTEM:
UNKNOWN



CHAMPION: The *Champion* is quite a venerable design, reaching peak production during the heyday of the original Star League. Few examples of the once popular 'Mech survived the Succession Wars; most of those that did are in the hands of ComStar or the Clans. The *Champion's* main assets are its speed and weapons payload—despite being as fast as many medium 'Mechs, the *Champion* mounts an impressive weapons selection. The price of this was relatively poor armour protection, one of the major reasons that few of these designs survive today.



13.5m

CHAMPION

**INNER
SPHERE**

**HEAVY
'MECH**

60 TONS

CHASSIS:	BERGAN XI
POWER PLANT:	VLAR 300
CRUISING SPEED:	54 KPH
MAXIMUM SPEED:	86 KPH
JUMP JETS:	NONE
TORSO TWIST:	NO
ARM SWING:	NO

- **VERSION MANUFACTURER:**
BERGAN INDUSTRIES
- **ARMOUR SOURCE:**
2/STAR SLAB FERRO-FIBROUS

PRIMARY CONFIGURATION

SRM 6 + AMMUNITION (15)
2 MEDIUM LASERS
2 SMALL LASERS
LB 10-X CANNON + AMMUNITION (20)
ARTEMIS IVFCS

- **COMMUNICATIONS SYSTEM:**
GARRET T-11C
- **TARGETING AND TRACKING SYSTEM:**
MERCURY-IV WITH ARTEMIS IV FCS





DAISHI: Though supposedly named *Daishi* (Great Death) by a member of the Draconis Combine's criminal underworld, the name seems particularly apt. No 'Mech is bigger or deadlier. Though the left shoulder mount augments the firepower, it is the bundles of lasers, autocannon and other arm pod weapons that make the *Daishi* most fearsome. In most configurations, the heat buildup is tremendous. The *Daishi* is, nevertheless, an assault 'Mech in the purest sense, able to wade through almost any other defence.

15.5m



DAISHI

PRIMARY CONFIGURATION

CHASSIS:	STANDARD	2 ULTRA-5 AC AUTOCANNONS + AMMUNITION (40)
POWER PLANT:	300XL	4 MEDIUM PULSE LASERS
CRUISING SPEED:	32.4 KPH	4 ER LARGE LASERS
MAXIMUM SPEED:	54 KPH	LRM 10 + AMMUNITION (12)
JUMP JETS:	NONE	
TORSO TWIST:	YES	
ARM SWING:	YES	

CLAN
ASSAULT
'MECH
100 TONS

- ▶ **VERSION MANUFACTURER:**
UNKNOWN
- ▶ **ARMOUR SOURCE:**
STANDARD

- ▶ **COMMUNICATIONS SYSTEM:**
UNKNOWN
- ▶ **TARGETING AND TRACKING SYSTEM:**
UNKNOWN



FIREFLY: Like the *Annihilator*, the *Firefly* is almost never found outside the Wolf's Dragoons. The Dragoons use it as a scout 'Mech, utilising its fair speed and jump capability to discover enemies and provide targeting information for artillery. As a recon design, the *Firefly* carries few weapons, though it has enough to protect itself if discovered performing its mission. To increase its survival rate, designers gave it the most armour a 'Mech of its size could carry, something that has saved more than one *Firefly*.



FIREFLY



11m

**INNER
SPHERE**

**LIGHT
'MECH**

30 TONS

PRIMARY CONFIGURATION

CHASSIS:	EARTHWERKS FIREFLY
POWER PLANT:	GM150
CRUISING SPEED:	54 KPH
MAXIMUM SPEED:	86 KPH
JUMP JETS:	120 METERS
TORSO TWIST:	NO
ARM SWING:	YES

3 MEDIUM LASERS
LRM 5 + AMMUNITION (24)
ANTI-MISSILE SYSTEM + AMMUNITION (12)

- **VERSION MANUFACTURER:**
UNKNOWN
- **ARMOUR SOURCE:**
STANDARD

- **COMMUNICATIONS SYSTEM:**
DATCOM 18
- **TARGETING AND TRACKING SYSTEM:**
RADCOM TXX

C71





MAD CAT: The *Mad Cat* was the first OmniMech to appear in the Inner Sphere. Though bearing a superficial resemblance to the Inner Sphere *Catapult*, its advanced technology and superior weapons put an end to any comparisons. Capable of laying down a punishing barrage of weapons fire at any range, the *Mad Cat* has become all but synonymous with the Clans and their assault against the Inner Sphere.

15m



MAD CAT

PRIMARY CONFIGURATION

CHASSIS:	ENDO STEEL	2 MACHINE GUNS + AMMUNITION (200)
POWER PLANT:	375XL	2 ER MEDIUM LASERS
CRUISING SPEED:	54 KPH	MEDIUM PULSE LASER
MAXIMUM SPEED:	86.4 KPH	2 ER LARGE LASERS
JUMP JETS:	NONE	2 LRM 20s + AMMUNITION (12)
TORSO TWIST:	YES	
ARM SWING:	YES	

**CLAN
HEAVY
'MECH
75 TONS**

- ▶ **VERSION MANUFACTURER:**
UNKNOWN
- ▶ **ARMOUR SOURCE:**
STANDARD

- ▶ **COMMUNICATIONS SYSTEM:**
UNKNOWN
- ▶ **TARGETING AND TRACKING SYSTEM:**
UNKNOWN



ORION: The *Orion* is an ancient BattleMech design. Created by the long gone Terran Hegemony as the first truly heavy 'Mech, the *Orion* has acted as the brute force of major offensives for over 500 years. Even today, the *Orion* is still a formidable 'Mech. The longevity of the *Orion* is due to the simple, yet efficient placement of systems within the roomy chassis of the 'Mech. Techs enjoy working on *Orions*, marvelling at the ease of finding and replacing bad components.



ORION



15.5m

INNER SPHERE

HEAVY 'MECH

75 TONS

CHASSIS:	KALI YAMA
POWER PLANT:	VLAR 300XL
CRUISING SPEED:	43.2 KPH
MAXIMUM SPEED:	64.8 KPH
JUMP JETS:	NONE
TORSO TWIST:	YES
ARM SWING:	YES

- ▶ **VERSION MANUFACTURER:** Varies, traditionally KALI YAMA Weapons Industry
- ▶ **ARMOUR SOURCE:** Varies, traditionally VALIANT LAMELLOR series

PRIMARY CONFIGURATION

LB 10-X CANNON + AMMUNITION (20)
SRM 4 + AMMUNITION (50)
LRM 20 + AMMUNITION (12)
2 MEDIUM LASERS
NARC BEACON + PODS (12)

- ▶ **COMMUNICATIONS SYSTEM:** IRIAN ORATOR 5KI-10J
- ▶ **TARGETING AND TRACKING SYSTEM:** WASAT AGGRESSOR TYPE 5

C71





OWENS: With the development of OmniMech technology in the Inner Sphere, the Draconis Combine began updating old designs. The aging *Jenner*, the Combine's perpetual scout 'Mech, was upgraded and refitted, resulting in the *Owens*. Developers filled the new design with upgraded technology for scouting and improved upon the old *Jenner's* already impressive speed. This makes the new OmniMech a formidable recon unit, but leaves little space for weaponry; on its own, the *Owens* lacks combat effectiveness.

11.5m



OWENS

PRIMARY CONFIGURATION

CHASSIS:	STANDARD
POWER PLANT:	280XL
CRUISING SPEED:	86 KPH
MAXIMUM SPEED:	130 KPH
JUMP JETS:	NONE
TORSO TWIST:	NO
ARM SWING:	YES

TAG
C3 SLAVE
BEAGLE ACTIVE PROBE
MEDIUM LASER
2 SMALL LASERS
2 LRM 5s + AMMUNITION (24)

**INNER
SPHERE**

**LIGHT
'MECH**

35 TONS

- ▶ **VERSION MANUFACTURER:**
LUTHIEN ARMOR WORKS
- ▶ **ARMOUR SOURCE:**
STANDARD

- ▶ **COMMUNICATIONS SYSTEM:**
C3 NETWORK
- ▶ **TARGETING AND TRACKING SYSTEM:**
BEAGLE ACTIVE PROBE WITH TAG



PUMA: With exceptional ferocity for a light 'Mech, this design was code-named "Puma" when first encountered in the Inner Sphere. Though fast enough for scouting missions, the *Puma* can stand up to many Inner Sphere medium 'Mechs. It has exceptional firepower for a light 'Mech, surprising many MechWarriors in the Inner Sphere the first time they face the design.



PUMA



10m

CLAN

**LIGHT
'MECH**

35 TONS

PRIMARY CONFIGURATION

CHASSIS:	ENDO STEEL
POWER PLANT:	210XL
CRUISING SPEED:	64.8 KPH
MAXIMUM SPEED:	97.2 KPH
JUMP JETS:	NONE
TORSO TWIST:	NO
ARM SWING:	YES

FLAMER
2 ER PPCs
TARGETING COMPUTER

► VERSION MANUFACTURER:	UNKNOWN
► ARMOUR SOURCE:	FERRO-FIBROUS

► COMMUNICATIONS SYSTEM:	UNKNOWN
► TARGETING AND TRACKING SYSTEM:	UNKNOWN

c71





SHADOW CAT: Though nominally a recon unit, the *Shadow Cat* is deadly in any capacity. High speed and jump capability, combined with speed boosting technology, make the OmniMech extremely manoeuvrable. In addition, it mounts extensive armour protection and quite a bit of advanced Clan weaponry, making the *Shadow Cat* an all-around solid design. Many Inner Sphere MechWarriors have paid the price for underestimating this deadly 'Mech—it is fully capable of destroying Inner Sphere 'Mechs twice its size.

12m



SHADOW CAT

PRIMARY CONFIGURATION

CHASSIS: ENDO STEEL
POWER PLANT: 270XL
CRUISING SPEED: 65 KPH
MAXIMUM SPEED: 97 KPH
JUMP JETS: 180 METERS
TORSO TWIST: YES
ARM SWING: YES

GAUSS RIFLE + AMMUNITION (16)
2 ER MEDIUM LASERS
ACTIVE PROBE

CLAN
MEDIUM
'MECH
45 TONS

► VERSION MANUFACTURER:
UNKNOWN
► ARMOUR SOURCE:
FERRO-FIBROUS

► COMMUNICATIONS SYSTEM:
UNKNOWN
► TARGETING AND TRACKING SYSTEM:
UNKNOWN



STRIDER: Drawing primarily on the aging *Cicada* design, this new OmniMech is solid, if uninspired. Utilising a bulky and heavy standard engine kept costs down, but gave the designers few options. They chose to generalise, giving the *Strider* adequate armour protection, a decent speed for a medium 'Mech and a small array of weaponry. By trying to do too many things, it stretches itself too thin: the *Strider* is truly a jack-of-all-trades, but a master of none.



12m



STRIDER

INNER SPHERE

MEDIUM 'MECH

40 TONS

CHASSIS:	ENDO STEEL
POWER PLANT:	240 STANDARD
CRUISING SPEED:	65 KPH
MAXIMUM SPEED:	97 KPH
JUMP JETS:	NONE
TORSO TWIST:	YES
ARM SWING:	YES

- VERSION MANUFACTURER:
LUTHIEN ARMOR WORKS
- ARMOUR SOURCE:
STANDARD WITH CASE

PRIMARY CONFIGURATION

SMALL LASER
2 SRM 6s + AMMUNITION (30)
BEAGLE ACTIVE PROBE
ARTEMIS IV FCS

- COMMUNICATIONS SYSTEM:
UNKNOWN
- TARGETING AND TRACKING SYSTEM:
UNKNOWN

C71





SUNDER: The largest of the new Inner Sphere OmniMechs, the *Sunder* is loosely based on the Clan *Loki* and *Thor* designs. Delays brought on by technological failures and stress problems with the chassis made this one of the last OmniMechs to see full-scale production. Once it was put in service, though, it quickly became evident that the new design compared favourably with most other Inner Sphere assault 'Mechs. The inferior quality of its Inner Sphere weaponry, however, makes the *Sunder* no real match for Clan 'Mechs of equivalent size.

15m



SUNDER

PRIMARY CONFIGURATION

CHASSIS:	STANDARD	AC/20 AUTOCANNON + AMMUNITION (10)
POWER PLANT:	360XL	2 MEDIUM LASERS
CRUISING SPEED:	43 KPH	2 LARGE LASERS
MAXIMUM SPEED:	65 KPH	3 SRM 4s + AMMUNITION (50)
JUMP JETS:	NONE	
TORSO TWIST:	YES	
ARM SWING:	YES	

**INNER
SPHERE**

**ASSAULT
'MECH**

90 TONS

- ▶ **VERSION MANUFACTURER:**
LUTHIEN ARMOR WORKS
- ▶ **ARMOUR SOURCE:**
STANDARD

- ▶ **COMMUNICATIONS SYSTEM:**
UNKNOWN
- ▶ **TARGETING AND TRACKING SYSTEM:**
UNKNOWN



SUPERNOVA: Known as the “big brother” of the Clan *Black Hawk* OmniMech, the *Supernova* is a frightening monument to the Clans’ range advantage. Mounted on a heavily armoured chassis is a blistering array of extended-range lasers, fully capable of destroying an Inner Sphere ‘Mech before it can get close enough to fire its weapons. It does have some heat-dissipation problems, however, which reduce its available firepower from time to time. Though slow, the *Supernova* is jump-capable, making it manoeuvrable enough to easily find good firing positions.



SUPERNOVA



14m

PRIMARY CONFIGURATION

CLAN

ASSAULT 'MECH

90 TONS

CHASSIS:	STANDARD
POWER PLANT:	270 STANDARD
CRUISING SPEED:	32 KPH
MAXIMUM SPEED:	54 KPH
JUMP JETS:	90 METERS
TORSO TWIST:	NO
ARM SWING:	YES

6 ER LARGE LASERS

- VERSION MANUFACTURER:
UNKNOWN
- ARMOUR SOURCE:
STANDARD

- COMMUNICATIONS SYSTEM:
UNKNOWN
- TARGETING AND TRACKING SYSTEM:
UNKNOWN

c71





THOR



THOR: The *Thor*'s main advantages over other heavy designs are its mobility and its devastating short- and medium-range capability. This is true in virtually all configurations; though the *Thor* may be less powerful than some designs and less quick than others, it is a successful blend of firepower and mobility.

15.5m



PRIMARY CONFIGURATION

CHASSIS:	STANDARD	LB 10-X AUTOCANNON + AMMUNITION (10)
POWER PLANT:	350XL	ER PPC
CRUISING SPEED:	54 KPH	LRM 15 + AMMUNITION (16)
MAXIMUM SPEED:	86.4 KPH	
JUMP JETS:	150 METERS	
TORSO TWIST:	YES	
ARM SWING:	YES	

CLAN
HEAVY
'MECH
70 TONS

- ▶ **VERSION MANUFACTURER:**
UNKNOWN
- ▶ **ARMOUR SOURCE:**
FERRO-FIBROUS

- ▶ **COMMUNICATIONS SYSTEM:**
UNKNOWN
- ▶ **TARGETING AND TRACKING SYSTEM:**
UNKNOWN



VULTURE: In its primary configuration, the *Vulture* serves mostly as a fire-support 'Mech. Many MechWarriors have remarked at the sense of foreboding they felt upon looking up to see a *Vulture* perched on a ridge, firing its long-range missile racks into the battle below. Should the *Vulture* injure an enemy at long range, it can use its laser weapons to finish off its foe.



VULTURE



14.5m

CLAN

HEAVY 'MECH

60 TONS

PRIMARY CONFIGURATION

CHASSIS:	STANDARD
POWER PLANT:	300XL
CRUISING SPEED:	54 KPH
MAXIMUM SPEED:	86.4 KPH
JUMP JETS:	NONE
TORSO TWIST:	YES
ARM SWING:	YES

2 MEDIUM PULSE LASERS
2 LARGE PULSE LASERS
2 LRM 20s + AMMUNITION (12)

- ▶ VERSION MANUFACTURER:
UNKNOWN
- ▶ ARMOUR SOURCE:
FERRO-FIBROUS

- ▶ COMMUNICATIONS SYSTEM:
UNKNOWN
- ▶ TARGETING AND TRACKING SYSTEM:
UNKNOWN

c71



VEHICLE DESCRIPTIONS & DATA

APC

The *Armoured Personnel Carrier* is optimised for transport, not combat, but even its weak weapons can damage a 'Mech if ignored.



TONNAGE: 10
ENGINE: ICE 40
CRUISING SPEED: 65 kph
FLANKING SPEED: 97 kph
WEAPONS: 2 Machine Guns

HARASSER MISSILE TANK

The *Harasser* is a durable combat vehicle mounting Short-Range Missile packs. One of its main advantages is its ability to move in quickly, attack and get clear.



TONNAGE: 25
ENGINE: GM Classic II ICE
CRUISING SPEED: 108 kph
FLANKING SPEED: 162 kph
WEAPONS: 2 SRM 6s

BULLDOG MEDIUM TANK

The *Bulldog* is a relatively slow, resilient battletank mounting a variety of weapons. Its Large Laser, pair of SRM 4 packs and machine guns give this tank significant medium- and short-range punch.



TONNAGE: 60
ENGINE: ICE 240
CRUISING SPEED: 43 kph
FLANKING SPEED: 65 kph
WEAPONS: Large Laser,
2 SRM 4s and
Machine Guns

MOBILE FIELD BASE

The *Mobile Field Base* is a combination electronic command centre and field repair facility. With extended storage and transport capability, it is the ideal companion for any unit operating behind enemy lines.



TONNAGE: 200
CRUISING SPEED: 43 kph
FLANKING SPEED: 64 kph
WEAPONS: None

DONAR

The *Donar* is a recent addition to the Clan arsenal and is used primarily for scouting and long-range standoff attacks. Its aerial manoeuvrability makes it ideal for pop-up and shoot tactics in hilly terrain.



TONNAGE: 21
ENGINE: Fusion 50
CRUISING SPEED: 97 kph
FLANKING SPEED: 151 kph
WEAPONS: ER Large Laser
and 2 Streak
SRM 2s

STRIKER LIGHT TANK

The *Striker's* mix of LRMs and SRMs allows it to stand off and engage a target but also have enough firepower in reserve for a short-range fight if cornered.



TONNAGE: 35
ENGINE: ICE 175
CRUISING SPEED: 54 kph
FLANKING SPEED: 86 kph
WEAPONS: SRM 6 and
LRM 10



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